My approach

Assim que li o email com os dados do teste já comecei a mentalizar algumas formas de abordagem e optei por separar em diversos passos no Notion no estilo kanban mas apenas com metas mais abrangentes, tendo em vista que minha meta era agilidade e organização. (Segue um exemplo)

As soon as I read the email with the project description I started mentalizing some ways of developing the requested and got excited by the new things I would have to learn. Since I use Notion with frequency I've made a Kanban board to help me on keeping my workspace organized but since I was looking for agility I've made only big goals so I won't forget instead of dividing them into smaller tasks. (Here follows an example)
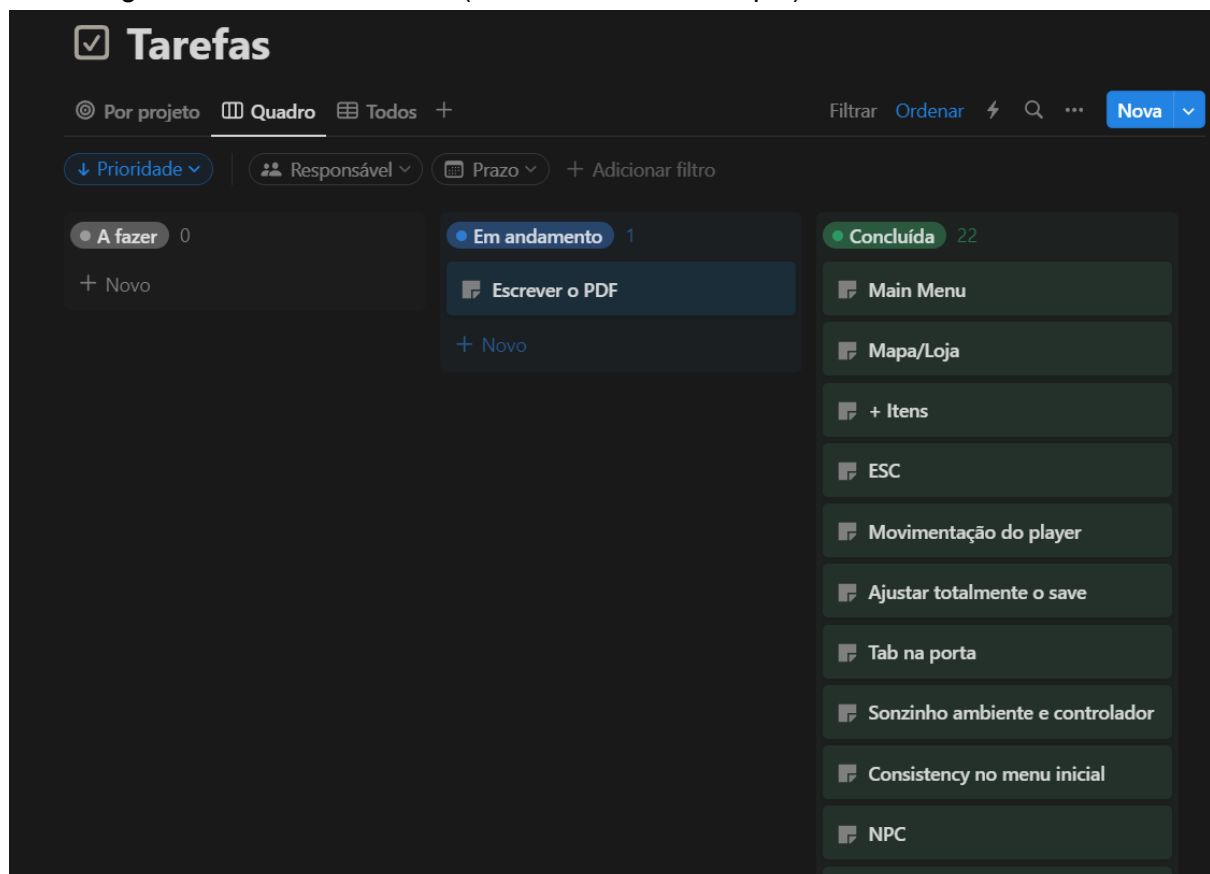
I like to start my projects with a Main Menu screen where I like to make a logo and place the credits placeholder with some text, after that and checking on notion, I start developing the code. I divided this project with lots of smaller programming tasks and a Big art task, which I've englobed the addition of art, the animations and the sound. Since I got less time on Friday I've set some smaller tasks to be met in the evening, so I've made the movementation, dialogue and started the interaction with the shopkeeper with static objects. On Saturday I've focused on finishing the mechanics (can move, interact, buy and equip items and saving the data), on Sunday I've made the art part with some new animations and spent the rest of the time solving bugs and correcting the code where I thought it was not good. By the end I like to test the game a lot and correct anything I can in time and send the game with some time in advance.

In the end I've considered a successful project on time due, though I will always want to improve some things on presentation and on general gameplay.